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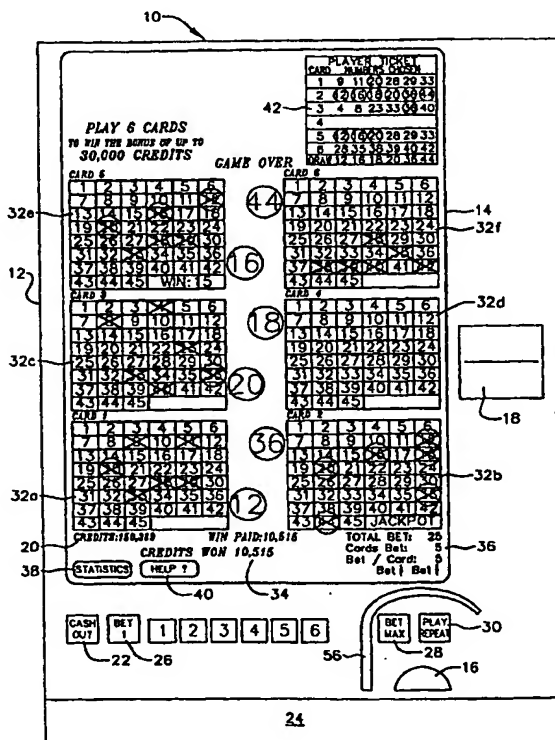
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(54) Title: WAGERING DEVICE AND METHOD

(57) Abstract

A wagering device and method are set forth wherein a player makes a wager and enables two or more playing cards. Each card presents a matrix of indicia. The player selects on each card played a selection set of indicia such as six numbers. An outcome set of indicia is randomly picked and indicia are assigned to cards. To obtain a first criteria payout the player must obtain on any card a predetermined number matches between the selection set and the outcome set. A second criteria payout is provided depending upon the number of outcome indicia found in the selection set for the card to which they are assigned. A third criteria payout may be obtained based upon the pattern the outcome set makes on the card indicia matrix.



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## WAGERING DEVICE AND METHOD

## FIELD OF THE INVENTION

The present invention relates to wagering devices and methods for play of casino games.

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## BACKGROUND

Devices and methods for playing wagering games or casino games have gained popularity particularly, from the standpoint of devices, since the introduction of fast computer processors to control the various functions of the machines. One game which has moved from a live format to an electronic device format is Keno. In Keno as played at an electronic device, the player enters a wager at the machine by the deposit of a coin or token or by wagering accumulated credits. The player then selects from a field of 80 numbers (1-80) from 1 to 10 numbers which define the player's selection set of numbers. The selection is made through touch screen technology or by the player using a light pen, wand or stylus device. After the player has made their wager and their selections, they prompt the processor which controls the device which, from the field of numbers, randomly selects 20 numbers which constitute the outcome set which is displayed at the machine's display. Depending upon the correspondence, if any, between the selection set of numbers and the outcome set of numbers, the player loses or wins. The amount of the payout for winning outcomes is dictated by a predetermined pay schedule.

A drawback of electronic Keno is that the players only chance of winning is to obtain a pay schedule outcome. That is, if the player has selected 4 numbers he may have to have at least 2 or 3 numbers which correspond to the outcome set to obtain any payout. Infrequent payouts can become frustrating to the player and cause them to abandon the game.

Another game related to Keno is lottery played in many jurisdictions in the United States and around the world. In lottery, a player selects from a field of 47 or 53 numbers, 6 numbers. At predetermined intervals, 6 numbers are randomly selected from the field defining the outcome set of numbers. Again the outcome set is compared to the players selection set of numbers to determine if there is any correspondence. A player receives a payout if, for example, they have 3 selection set numbers which correspond to 3 of the outcome set numbers. Like Keno, playing lottery can become frustrating in that the players only chance of obtaining a winning outcome is to „hit“ 3 or more of the outcome set numbers. Infrequent payouts during the play of lottery is frustrating.

Accordingly there is need for a device and method which is simple to play and provides greater opportunities to obtain a payout in which, in turn, increases the excitement of the game.

## SUMMARY OF THE INVENTION

There is, therefore, set forth according to the present invention a device and method for playing a game which overcomes the drawbacks noted above, which is simple to play and which provides the player with greater opportunities to obtain a winning outcome and thereby a payout.

The method according to the present invention includes the player making a wager to play the game and being provided with a plurality of playing cards, each card including a field of indicia such as, for example, the numbers 1-45. The player determines which of the cards to play by selecting on each card a selection set of indicia such as, for example, making a selection of 6 indicia or numbers. An outcome set of indicia is randomly selected. The outcome indicia are assigned to the cards in play. If there are more cards than indicia of the selection set, the outcome indicia may be randomly or pseudo-randomly assigned. Should the number of cards offered for play be different than the number of outcome indicia, the outcome indicia are randomly assigned to the cards offered. The assignment of indicia to cards could also be a combination of random or a purely ordered fashion.

To obtain a first criteria payout, the outcome set of indicia is compared to the selection set of indicia for each card played by the player and if a predetermined number of indicia correspond, a first prize is awarded. A second criteria for obtaining a payout is provided whereupon the assigned indicia (if any) are compared to the selection set of indicia for the card to which they are assigned. If a predetermined number of cards have a correspondence between the selection set and the assigned indicia, awarding a second prize. Additionally or alternatively a prize may be awarded based upon how many of the assigned outcome indicia are found in the selection set for the card to which they are assigned.

The method further includes the awarding of a third prize by providing the indicia or numbers on each of the cards in a matrix-form and if the outcome set of indicia makes a predetermined pattern such as a cross, line or other predetermined shape, awarding a third prize.

The device according to the present invention includes a video display and means for accepting a wager to play the game. A processor contains data representing a field of indicia such as numbers 1-45 and is programmed to control the display to display a plurality of player cards each having associated therewith the numbers 1-45. Means are provided on the device for the player to select for each card they desire to play a selection set such as, 6 numbers from the field of 1-45. The processor is programmed to randomly select from the data structure an outcome set of indicia such as 6 numbers and to assign numbers (progressively, randomly or pseudo-randomly) from the outcome set to the cards such as one number to each card. The processor compares for each card the selection set of numbers selected by the player to the outcome set of numbers randomly selected and if a

predetermined number of the selection and outcome set numbers correspond, the processor issues a signal indicating a payout to the player. The processor also compares the assigned number from the outcome set, if any, to the corresponding card selection set and if a predetermined number of one or more cards include in the selection set the corresponding assigned number, a second payout signal is issued. An additional payout signal may be issued based upon how many of the assigned indicia match the selection set for the corresponding card. The processor may also be programmed to compare the pattern that the outcome set of numbers makes on a matrix-form representation of the card numbers and to, if a predetermined pattern is obtained, issue a third payout signal. The device is also adapted to issue a payout in response to any of the aforesaid payout signals.

As can be appreciated, the device and method provides for greater opportunities for players to obtain payouts. For example, if the player's selection set on any card in play matches a predetermined number of the indicia of the outcome set, the player is entitled to a payout. If the assigned number from the outcome set to the card matches a number of the selection set and the player has a predetermined number of cards in play having such a correspondence, the player is entitled to a payoff. If there is a predetermined concordance between the assigned indicia and the selection set for the card an additional prize may be awarded. Thus, the player may receive a payoff based on the correspondence between the assigned indicia of the outcome set to the selection set where they may not receive a payout for a first criteria of matching numbers between the outcome set and selection sets for the cards. Further a third criteria directed to the pattern the selected indicia make on the cards may also be provided. Thus the player has 2, 3 or more opportunities to receive payouts during the play of the game.

## BRIEF DESCRIPTION OF THE DRAWINGS

These and other features and advantages will become appreciated as the same becomes better understood with reference to the specification, claims and drawings wherein:

FIG. 1 is a front view of a device for the play of the game according to the present invention;

FIGs. 2A-2D illustrate a logic diagram for the control of the device of Fig. 1 and the determination of winning and losing outcomes;

FIG. 3 is an enlarged illustration of the display of Fig. 1; and  
FIG. 4 is a diagram of the operation of the processor and other components for the device and method.

## DESCRIPTION

Turning to Fig. 1, the device 10 according to the present invention includes a housing 12 which mounts a display 14 and the other components hereinafter described including a computer processor (not shown) which controls the operation of the device 10. The device 10 has means for accepting a wager which, where the device 10 is played in a casino setting, includes a token acceptor 16 which, in a known fashion accepts tokens or coins to register a wager. Alternatively or additionally, the device 10 may also include a cash acceptor and validator 18 adapted to receive cash script for the accumulation of credits available for play of the device 10. The cash acceptor and validator 18 is also of known construction. Additionally or alternatively the device 10 may include means for accumulating credits available for play via electronic transfer (not shown) by activation of a switch or button, remote electronic transfer, „Smart cards“ or debit cards or the like. Suffice it to say means are provided for entering and adding credits or money to play the game on the device. As tokens or cash or other consideration is received by the device 10, the processor is prompted to display at the display 14 at a credit panel 20 the credits available for wagering for play of the game according to the method as hereinafter described above.

To control the play of the game, the display 14 may have a touch screen by which the player can make various selections and enter wagers and may additionally or alternatively include a number of buttons as hereinafter described. With reference to Fig. 1, a cash out button 22 is provided which if depressed prompts the processor to dispense the accumulated credits as shown on the credit panel 20 into a tray 24 for the device 10 in a known fashion. Alternatively or additionally the device 10 may include means for the redemption of credits such as an attendant canceling credits via a key switch by transferring credits to a Smart card, remote electronic transfer or by printing a ticket or receipt. Also provided is a bet 1 credit button 26 which communicates with the processor to enable the player to bet 1 credit at a time for play of the game. A bet max button 28 enables the player to enter a maximum wager provided by the device 10 which may, for example, bet 5 units per card played as hereinafter described. To prompt the play of the game, also provided is a play/repeat button 30 which not only prompts play but enables the player to repeat a play by depressing thereof.

The processor contained within the device 10 is programmed to drive the display 14 to display various features of the game which will now be described.

The processor drives the display 14 to display a number of player cards shown as player cards 1-6, 32a-f. Also displayed is the credit panel 20 to display the number of credits accumulated in the device 10 and available for gaming as well as a win panel 34 which displays the number of units or credits won during a particular play or „hand“ of the game. Also displayed is a wager panel 36 which displays the number of cards 32a-f wagered upon, the wager per card and the total amount of the wager.

The processor may also drive the display 14 to display a statistics panel 38 which, through touch screen technology, if touched, prompts the processor to display the statistics or historical record of the result of the outcome set of indicia or numbers, as hereinafter described, for previous plays of the game. A help panel 40 in a similar fashion and if touched by the player, prompts the processor to display a help file for the play of the game such as the rules of play, manner of play, pay schedules, pay out odds and the like.

Also displayed is a summation ticket 42 which, as described below, provides a summary of the selections made by the player for each card 32a-f played by the player as well as the outcome in a summary fashion.

The device 10, for each of the cards 32a-f available for play, displays at display 14 a field of indicia shown as the numbers 1-45 from which a player can make selections. It is to be understood that the indicia could be other representations as well such as fruit or other symbols. The indicia or numbers displayed on each of the cards 32a-f are displayed in matrix-form with rows of six numbers and seven and one half columns to accommodate the forty-five numbers.

It is to be understood that more or less cards could be displayed for selection thereof. Further, that while each card 32a-f is shown to be identical, it is to be understood that the indicia may be differently positioned on one or more cards 32a-f to provide greater opportunities to receive a payout according to the third criteria of the method of the present invention as hereinafter described.

To play the game on the device 10 and according to the method of the present invention, and with reference to Figs. 1, 2A-D and 3, the player inputs one or more wagers as required for play at 44. These wagers may be input by the player inserting tokens or coins in the token acceptor 16 or by inputting cash script into the cash acceptor and validator 18 or by means of electronic transfer or a switch activated by a key.

At step 46 (Fig. 2A) the player selects the number of cards 32a-f to be played. This selection may be accomplished through touch screen technology by the player touching one or more the cards 32a-f he/she wishes to play and at 50 selecting the selection set of six numbers he/she wishes to play as hereinafter described. The processor includes a data structure representing each card and the indicia thereon. As each card and its selection set of numbers are selected the processor enables entry of the selections for that particular card.

In the example shown in Fig. 1, the player has elected to play (enable) five cards 32a-c, 32e-f (cards 1-3, 5-6 ) and accordingly has touched in the display 14 cards 32a-c, 32e-f to select the cards to be played from those displayed. Thus the player in this example has elected to play five cards, omitting card four 32d from play in this hand. The player can select any number of cards in any order or pattern to play.

At 51 the processor for the device 10 confirms, for each card selected to be in play, that the player has made the requisite number of selections for the selection set. At 53 the

player continues to make selections of cards and selection sets until he/she is satisfied with the selections to be played. If the player is dissatisfied with his/her selections at step 53 they may erase the selection for any card and start over.

To play the five cards 32a-c, 32e-f as selected by the player, the method and device 10 requires that the wager, at step 55, be made and allocated to the cards 32a-c, 32e-f (Cards 1-3, 5-6). The processor is programmed to allocate wagers at step 55 and may be programmed to require the identical wager to be made per card in play. As shown in Fig. 1, the player has elected to make a wager of five units, credits or coins for each of the cards 32a-c, 32e-f in play for a total wager of twenty-five units.

10 In the example illustrated in FIGs. 1 and 3, the player has made the following selections for the cards 32a-c, 32e-f (Cards 1-3, 5-6) in play:

<u>Card Number</u>	<u>Selection Set</u>
1	9, 11, 20, 28, 29, 33
2	12, 16, 18, 20, 36, 44
15 3	4, 8, 23, 33, 36, 40
5	12, 16, 20, 28, 29, 33
6	28, 35, 36, 39, 40, 42

The player's selections of the numbers on each of the cards 32a-c, 32e-f in play may be through touch screen technology or may be made by using a wand 56 (FIG. 1) and touching the wand 56 onto the selections for each card 32a-c, 32e-f in play. As the selection sets are entered for each of the cards 32a-c, 32e-f in play, the selection data is stored by the processor in the data structure. As shown the player selects six numbers on each of the cards 32a-c, 32e-f which represent, for each card, a player selection. If the player is satisfied with his selection sets of numbers for the cards 32a-c, 32e-f in play, the player touches the play/repeat button 30 which at step 62 prompts the processor to randomly select from a field data structure an outcome set of indicia or numbers. The field data structure has stored therein data representing the field of numbers for selection by the player, i.e., the numbers 1-45, as well as data representing a wild indicia or Joker for a total field of 46 indicia (the numbers 1-45 plus the wild indicia which may be embodied as a Joker, symbol or the like).

25 The processor, as the indicia are randomly selected from the field data structure assigns individual indicia or numbers to at least one card in a progressive, random or pseudo-random fashion until all six numbers of the outcome set have been randomly selected and assigned. For example, if there were ten cards, the processor may randomly assign one indicia of the outcome set to each of six, randomly selected cards. As shown at the display 14, number 12 which is assigned to card 1 (32a), number 36 is assigned to card 2 (32b), the number 20 is assigned to card 3 (32c), the number 18 is assigned to card 4 (32d) not in play, the number 16 is assigned to card 5 (32e), and the number 44, is assigned to card 6 (32f). The six



numbers drawn, in the example shown in Figs. 1 and 3, the numbers 12,36,20,18,16, and 44, represent the outcome set of numbers or indicia for the game.

At step 66 the outcome set numbers are assigned to the cards 32a-f. With the outcome set having been randomly selected by the processor from the field data structure, the processor is programmed to test the player's selection sets against the outcome set to determine if certain criteria have been met to determine if the player has obtained a winning outcome or a losing outcome at step 67. Those criteria are set forth below.

It is further to be noted that the processor at the display 14 displays at the summation ticket 42 the numbers drawn in numerical sequence. The summation ticket 42 also displays the selection set of numbers for each card in numerical sequence

#### Criteria 1

At step 68 (FIG. 2B) the processor is programmed to test each card 32a-f in order. As shown, the processor tests the first card 32a to determine if the card has been enabled (selected by the player). If it has been enabled by the player, the player's selection set is compared to the outcome set and the number of matches is counted at step 69. At step 71 the processor tests to see if all cards 32a-f have been tested. If all cards 32a-f have been tested, the test for a first criteria prize is concluded. If not all cards have been tested, the next card in sequence is tested.

If for any enabled card a correspondence exists and numbers of the selection set match numbers of the outcome set, depending upon how many numbers match or signify „hits,“ the player is entitled to a payout on that card.

In the example shown in Figs. 1 and 3, the cards 32a-c, 32e-f in play have the following matches or hits between the selection set and the outcome set of numbers:

	<u>Card Number</u>	<u>Matches/Hits</u>
25	1	20 (one number)
	2	12,16,18,20,36,44 (six numbers)
	3	36 (one number)
	4	Not enabled
	5	12, 16, 20 (three numbers)
30	6	(No numbers)

The comparison done at step 69 accesses the data structure and compares the selection sets for the cards 32a-c, 32e-f to the outcome set. The processor stores the number of matches or hits per card 32a-e and compares it to a predetermined pay schedule. The comparison accesses a stored pay schedule which may be as follows:

35

	<u>Number of Matches</u>	<u>Payout</u>
	0	0
	1	0
	2	1:1
5	3	3-1
	4	250-1
	5	500-1
	6	2000-1

Of course it is to be understood that other pay schedules could be adopted according to the play of the method to provide the overall desired vigourish for the play of the game.

For each card 32a-c, 32e-f where a payout is indicated based upon the number of matches, a signal is issued to issue a reward, payout or prize for a first criteria winning outcome. If none of the cards has a sufficient number of matches to warrant a payout, no award is issued.

In the example shown in FIGs. 1 and 3, the player has won 5 credits X 2000 = 10,000 for card 32b and for card 32e 5 credits X 3 = 15 credits for a total win under Criteria 1 of 10,015 credits.

#### Criteria 2

With reference to FIG. 2C the enabled cards are tested by the processor to determine if the player has obtained a second criteria winning outcome. Each card 32a-f is tested in order. At step 68 the processor first determines if the first card 32a is enabled. If it has been enabled, at step 100 the processor compares the assigned indicia (the number 12 in FIGs. 1 and 3 for card 32a) to the player's selection set for that card. If the assigned outcome number is included in the selection set for that card at step 102 a counter in the processor is incremented by one to count that a match has occurred. If no match is found or, if a match is found and the counter has been incremented, at step 71 the processor tests to determine if all cards have been tested. If not, the processor tests the next card (card 32b) in order. If all cards 32a-f have been tested, at step 104 the processor compares the number of cards counted by the counter. That is, it counts the number of cards where the assigned indicia, e.g. number, is found in the selection set. This number from the counter is compared to a second criteria payable stored in memory to determine if the player has obtained a second criteria winning outcome. Based upon the number of cards where the assigned number from the outcome set of numbers matches the selection set of numbers, a payout may be obtained. If a payout threshold of the number of cards so identified meets or exceeds a minimum payout threshold of the payout schedule, a signal at step 104 is sent to issue a reward. Otherwise no award is issued. A pay schedule which may be used for the second criteria is as follows:

	<u>Number of Cards With</u> <u>At Least One Matching</u> <u>Indicia</u>	<u>Payout</u>
	0	0
5	1	5-1
	2	20-1
	3	50-1
	4	200-1
	5	500-1
10	6	4000-1

Under the second criteria the processor may alternatively be viewed as testing to determine how many of the assigned outcome set numbers are found in the selection sets of the corresponding cards. For example with reference to FIGs. 1 and 3, two outcome numbers (numbers 36 on Card 2 and 16 on Card 5) are found in the selection sets for their corresponding cards. Depending upon how many assigned outcome numbers form matches, a payout is provided.

Once all cards have been compared, the processor tests the outcome set to determine if a third criteria of a winning outcome has been met and the payout to the player is to be made. Any payout is based upon the player's total wager.

With reference to FIGs. 1 and 3 the player has 2 matches under Criteria 2 for a payout of 25 credits (total wager) X 20 = 500 credits.

### Criteria 3

With reference to FIG. 2D, the processor tests to determine if a third criteria for a payout has been obtained by the player. As can be appreciated, the field of numbers available for selection by the player are set forth in a matrix. With reference to FIGs 1 and 3, the numbers on the cards 32a-f form on each card a duplicate matrix. It is to be understood that other indicia may be provided on cards 32a-f and they may be randomly positioned such that each card does not have a duplicate presentation of the selection field.

As the numbers of the outcome set are selected they are marked on the individual cards such as by a check mark, back lighting, circle (FIGs 1 and 3) or the like. The outcome set of numbers therefore may form geometric patterns on the cards 32a-f such as straight lines, crosses, L-shapes, T-shapes or the like. After the outcome set is selected, each card 32a-f which has been enabled is tested in order. (Where the cards are duplicates, only one card need be tested according to the third criteria.) At step 68 the processor first determines if the first card 32a is enabled. If it has been enabled, at step 110 the processor compares the pattern the outcome set forms on the first card 32a to a stored pattern pay schedule stored in the memory of the processor. If a pre-selected pattern has been obtained, the player has obtained a winning outcome (a preselected pattern is formed on the matrix by the

outcome set) and the corresponding payout therefor is stored in memory. At step 114 the processor tests to determine if all cards 32a-f have been tested according to the third criteria. If not all cards have been tested, the next card in order is selected and the pattern of the outcome is tested. Once all cards have been tested the payout(s) according to the third criteria are issued to the player.

As a further or alternate feature, the pattern that the outcome set makes at the summation ticket 42 could also be compared to a predetermined pay schedule to determine if the player is entitled to a pay. This additional feature could provide a fourth criteria for a payout or be used as a substitute for the third criteria where all cards are duplicates.

After all criteria for pays have been examined, if the player is entitled to a payout under one or more criteria, the payout is issued in the determined amount(s), is displayed at the win panel 34 and is added to the credits shown at the credit panel 20. As shown the player has won 10, 015 credits under Criteria 1 and 500 credits under Criteria 2 for a total win of 10,515 credits which are shown at the credits won panel 34. The player may then initiate a new play by making more selections or by repeating the play by depressing the play/repeat button 30.

With reference to FIG. 4 the operation of the device 10 and its processor will now be described.

The processor 150 which operates as a controller for the device 10, controls the display 14 to display the cards 32a-f and the other features described above. The processor 150 includes or is in communication with a first memory or data structure 152 which contains data representing the field of N indicia which, in the example provided represent the numbers 1-45 and, if desired, a Joker. The processor 150 provides a means to drive the display 14 to display the cards 32a-f available for play as well as the displayed indicia thereon.

Through suitable means such as touch screen technology or the wand 56 means are provided for the player to select their cards 32a-f for play in the manner described above. After the player has made his/her selections, the processor 150 is prompted by, for example, depressing the play/repeat button 36 whereupon a random generator 154 of the processor randomly selects from the first data structure 152 the outcome set of indicia and assigns the outcome indicia as set forth above. As described above, the assigned indicia are associated with cards and may be displayed as flashing or in different colors at the display 14.

A first comparator unit 156, with reference to Criteria 1 above, compares for each card played the selection set to the outcome set and, if the requisite correspondence or number of matches occurs, issues a first payout signal representing the Criteria 1 payout.

A second comparator unit 158, with reference to Criteria 2 above, compares the assigned indicia to the selection set of the corresponding cards as described above. If a Criteria 2 payout is obtained, a payout signal is issued.

Regarding Criteria 3, the processor 150 includes or communicates with a second data structure 160 which stores data representing winning outcome patterns and the payouts therefor. A third comparator unit 162 compares the pattern of outcome indicia to the data of the second data structure 160 and, if a winning pattern has been obtained issues a Criteria 3 payout signal.

The processor 150 controls payout means for issuing and displaying the payout(s) obtained by the player.

The processor 150 may be adapted to operate the comparator units 156, 158 and 162 in parallel or in any sequence.

As stated above, the indicia or numbers provided in the first data structure include a wild indicia. In any of the criteria set forth above, if a wild indicia is selected, it matches any number in the selection set for the cards and can be used to complete any pattern. The wild symbol or indicia may be dispensed with or additional wild indicia may be provided to decrease or increase the frequency of payouts.

While we have shown and described certain embodiments of the present invention, it is to be understood that it is subject to many modifications and changes without departing from the spirit and scope of the appended claims.

We claim:

1. A method for playing a game comprising:
  - a player making a wager;
  - 5     - providing a plurality of playing cards, each card including a field of N indicia;
  - the player selecting on each card to be played a selection set S of indicia;
  - randomly selecting an outcome set O of said indicia, at least one of said outcome indicia assigned to different cards;
  - comparing the outcome set O of indicia to the indicia of the selection set S of each card
  - 10     and if a concordance exists, awarding a first prize; and
  - awarding a second prize based upon the assigned indicia according to at least one of (i) the number of cards having the assigned indicia included in the selection set S or (ii) the number of assigned indicia included within the selection sets or the corresponding cards.
  - 15
2. The method of claim 1 wherein said field of N indicia are provided on each playing card in a matrix pattern and awarding a third prize if the outcome set O defines at least one pattern on any of said cards.
- 20   3. The method according to claim 1 including providing up to six cards.
4. The method according to at least one of the claims 1 to 3 including providing a field of 45 indicia on each card.
- 25   5. The method according to at least one of the claims 1 to 4 including providing said indicia as numbers 1 through 45.
6. The method according to at least one of the claims 1 to 5 including randomly selecting 6 indicia from the field of N indicia.
- 30   7. The method according to at least one of the claims 1 to 6 including randomly selecting 6 indicia from a field of N indicia plus a wild indicia.
8. The method according to at least one of the claims 1 to 7 including awarding a third prize
- 35     if the outcome set O forms a geometric shape on any card.

9. The method according to at least one of the claims 1 to 8 including awarding a third prize if the outcome set O forms a geometric shape including a line, L-shape, T-shape, X-shape, or cross pattern on any card selected by the player.
- 5 10. The method according to at least one of the claims 1 to 9 including the player making a wager for each card selected to be played.
11. A method for playing a game comprising, preferably according to at least one of the claims 1 to 10,
- 10 - providing a plurality of playing cards, each card including a field of numbers 1-45 disposed in a matrix pattern;
- a player making a wager for each card he wishes to play;
- for each card played, the player selecting from the field at least six numbers;
- randomly selecting six numbers from the field of 1-45 plus a wild symbol as an
- 15 outcome, at least one of said outcome numbers or symbol assigned to two or more cards;
- for each card played by the player comparing the outcome to the player selected numbers and if a concordance exists, awarding a first prize;
- awarding a second prize based one of (i) the number of cards having the assigned
- 20 number included in the numbers selected by the player or (ii) the number of assigned outcome numbers included in the selection set for the card to which they are assigned; and
- awarding a third prize based upon the pattern the outcome numbers make on any card.
- 25 12. A device for playing a game, preferably for carrying out the method according to at least one of the claims 1 to 11, comprising:
- a video display (14);
- means for accepting a wager to play the game;
- a processor (150) including a first data structure (152) containing data representing a
- 30 field of N indicia, said processor (150) adapted to control the display to display a plurality of player cards each having associated therewith said N indicia;
- means for the player to select for each card he desires to play a selection set of indicia;
- said processor (150) adapted to randomly select from said first data structure (152) an outcome set of indicia and assign indicia from the outcome set to at least two cards of
- 35 the cards until the outcome set of indicia have all been assigned;
- said processor (150) comparing for each card the selection set indicia to the outcome set, if at least a predetermined number of said selection and said outcome set correspond, said processor (150) issuing a first payout signal;

- said processor (150) comparing said assigned indicia to the corresponding card selection set, if a predetermined number of the assigned indicia are included within the selection set for the corresponding cards, issuing a second payout signal; and
- means for issuing a payout to the player in response to said payout signals.

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13. The device of claim 12 wherein said first data structure includes data corresponding to a field N of the numbers 1-45.

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14. The device according to claim 12 or 13 wherein said processor is adapted to display two to six cards and said wager accepting means includes means to allocate a wager to each card to be player by the player.

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15. The device according to at least one of the claims 12 to 14 wherein said player selection means includes means for the player to select from the field N of the numbers 1-45 six numbers.

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16. The device according to at least one of the claims 12 to 15 wherein said processor is adapted to display said indicia on said cards in a matrix-form and is further adapted for each card to compare the pattern of the outcome set of indicia form on each card to a predetermined schedule of winning patterns stored in a second data structure and if any pattern corresponds to a winning pattern issue a payout signal.

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17. The device according to at least one of the claims 12 to 16 including means for a player to select the number of cards to be played and wherein said processor is adapted to allocate wagers as they are received to each card to be played by the player.

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18. The device according to at least one of the claims 12 to 17, comprising a random generator (154) randomly selecting from the first data structure (152) the outcome set of indicia and assigning the outcome indicia.

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19. The device according to at least one of the claims 12 to 18, comprising a first comparator unit (156), comparing for each card played the selection set to the outcome set and, if the requisite correspondence or number of matches occurs, preferably issuing a first payout signal.

20. The device according to at least one of the claims 12 to 19, comprising a second comparator unit (158), comparing the assigned indicia to the selection set of the corresponding cards and preferably issuing a payout signal.



21. The device according to at least one of the claims 12 to 20, comprising a third comparator unit (162) comparing the pattern of outcome indicia to the data of the second data structure (160) and, if a winning pattern has been obtained, preferably issuing a payout signal.
22. The device according to at least one of the claims 12 to 21, whereby the data structures (152) and the data structure (162) as well are stored in memories.
23. The device according to at least one of the claims 12 to 22, comprising the first comparator (156), the second comparator (158), the third comparator (162) and the random generator (154) being connected to the processor (150).

1/7

FIG. 1

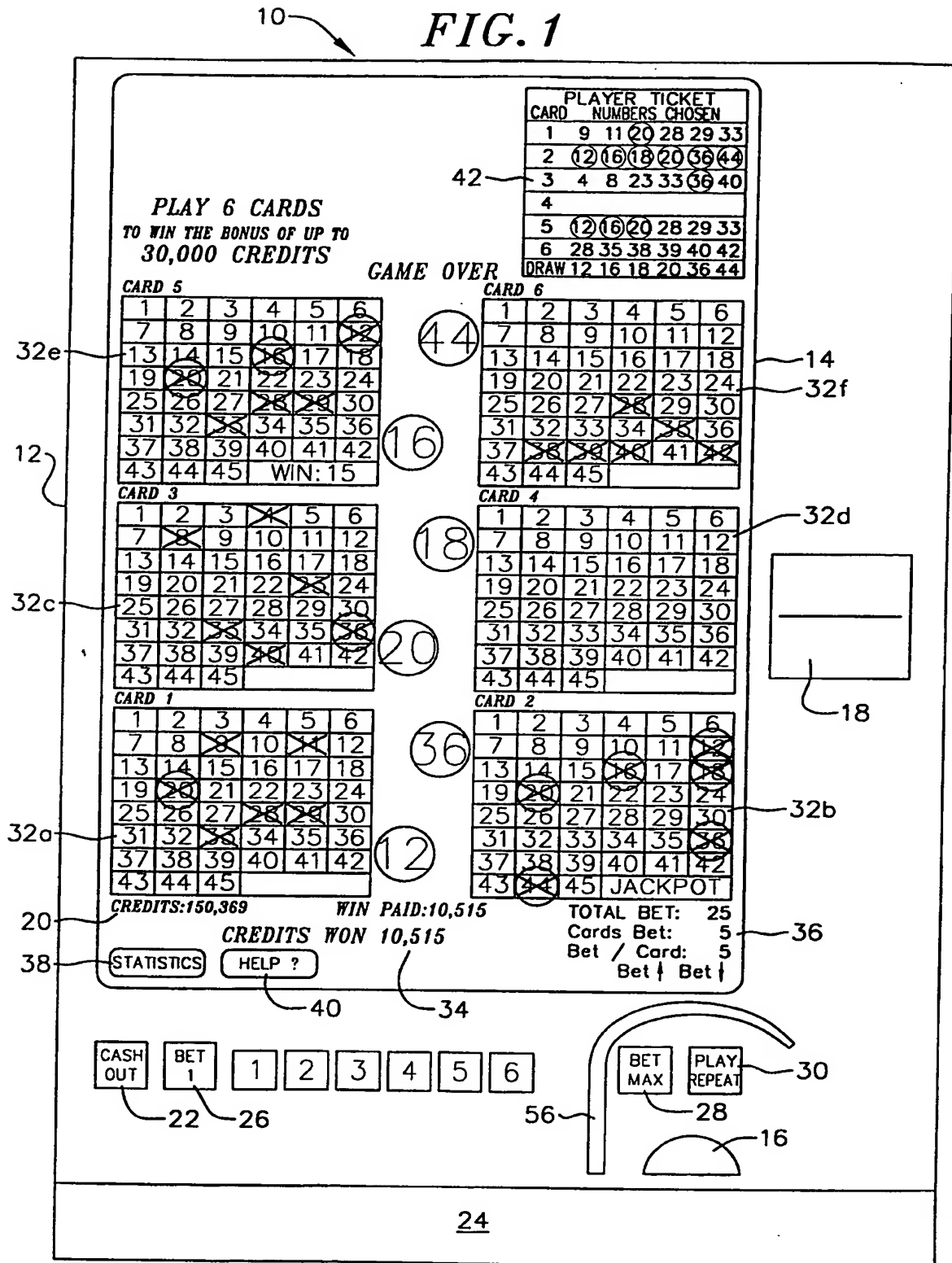
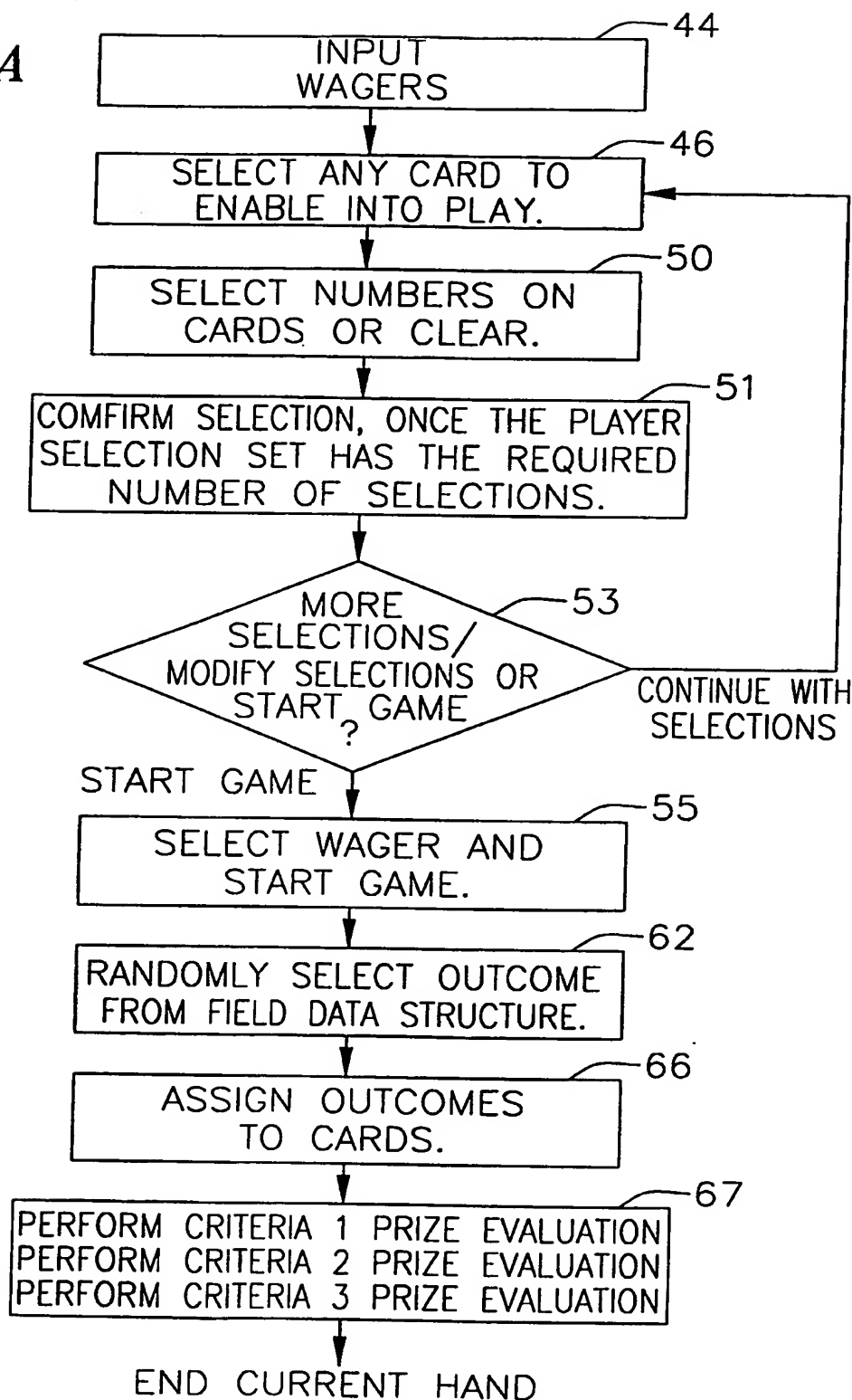


FIG. 2A



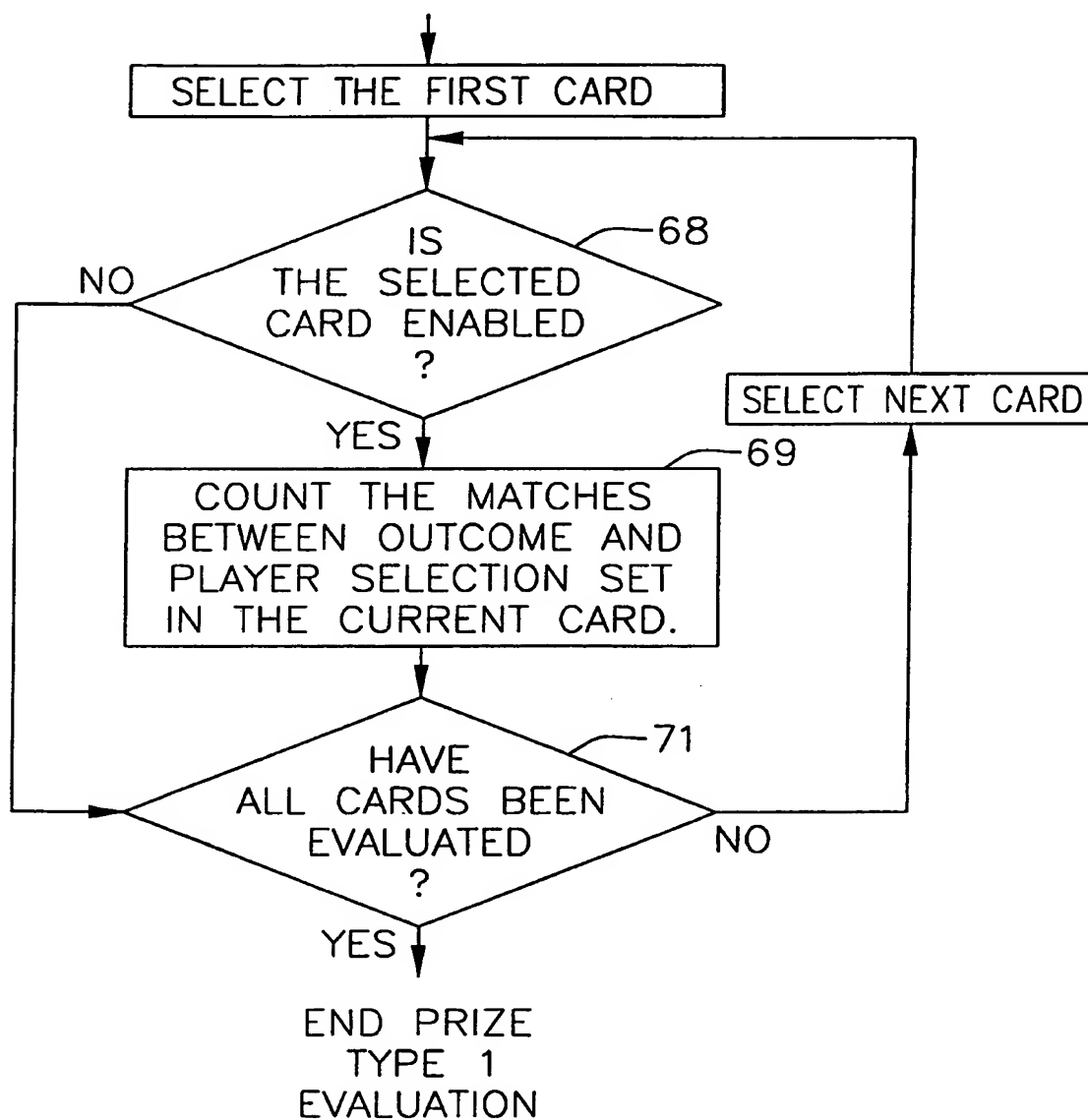
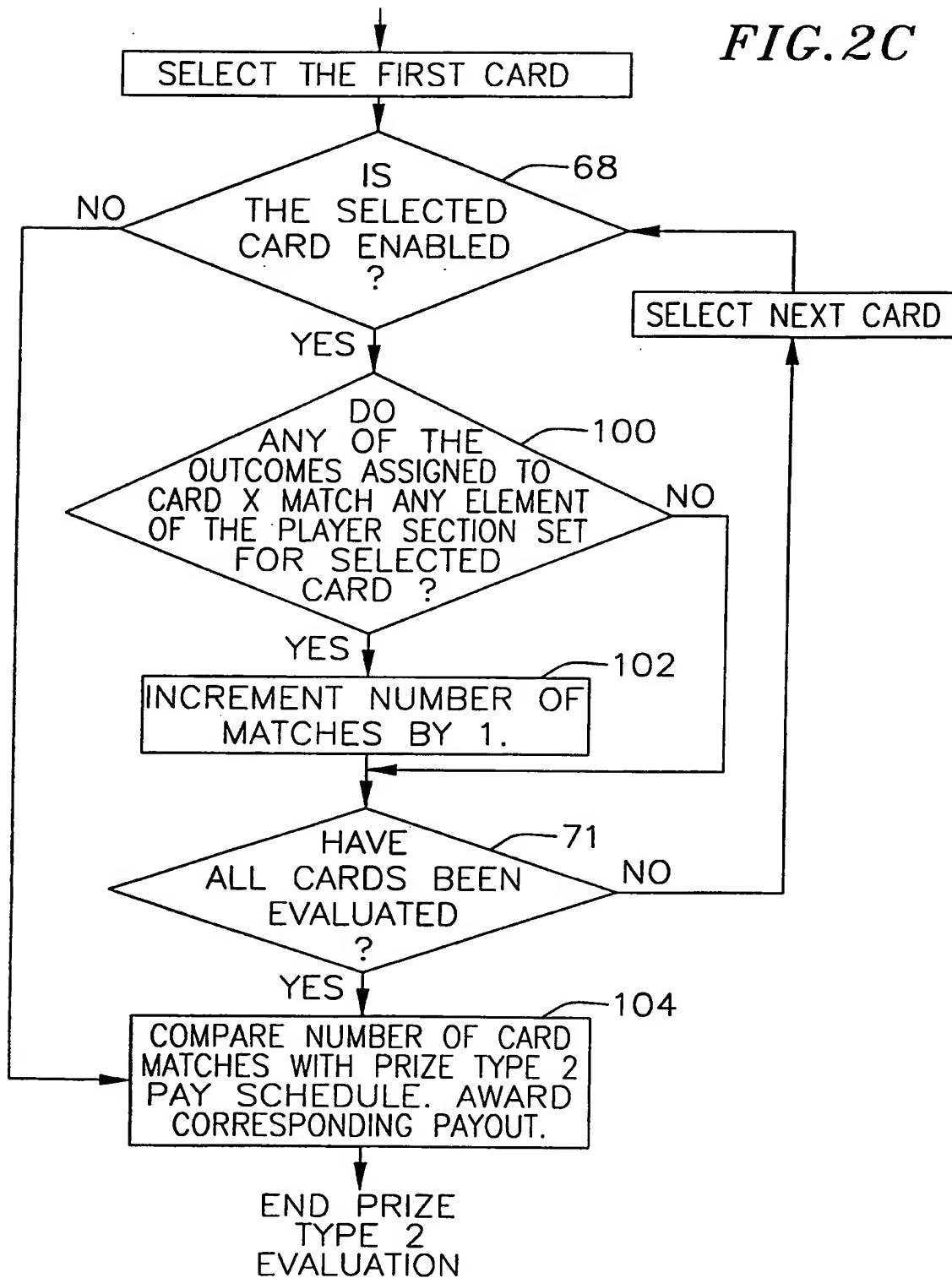
*FIG. 2B*

FIG. 2C



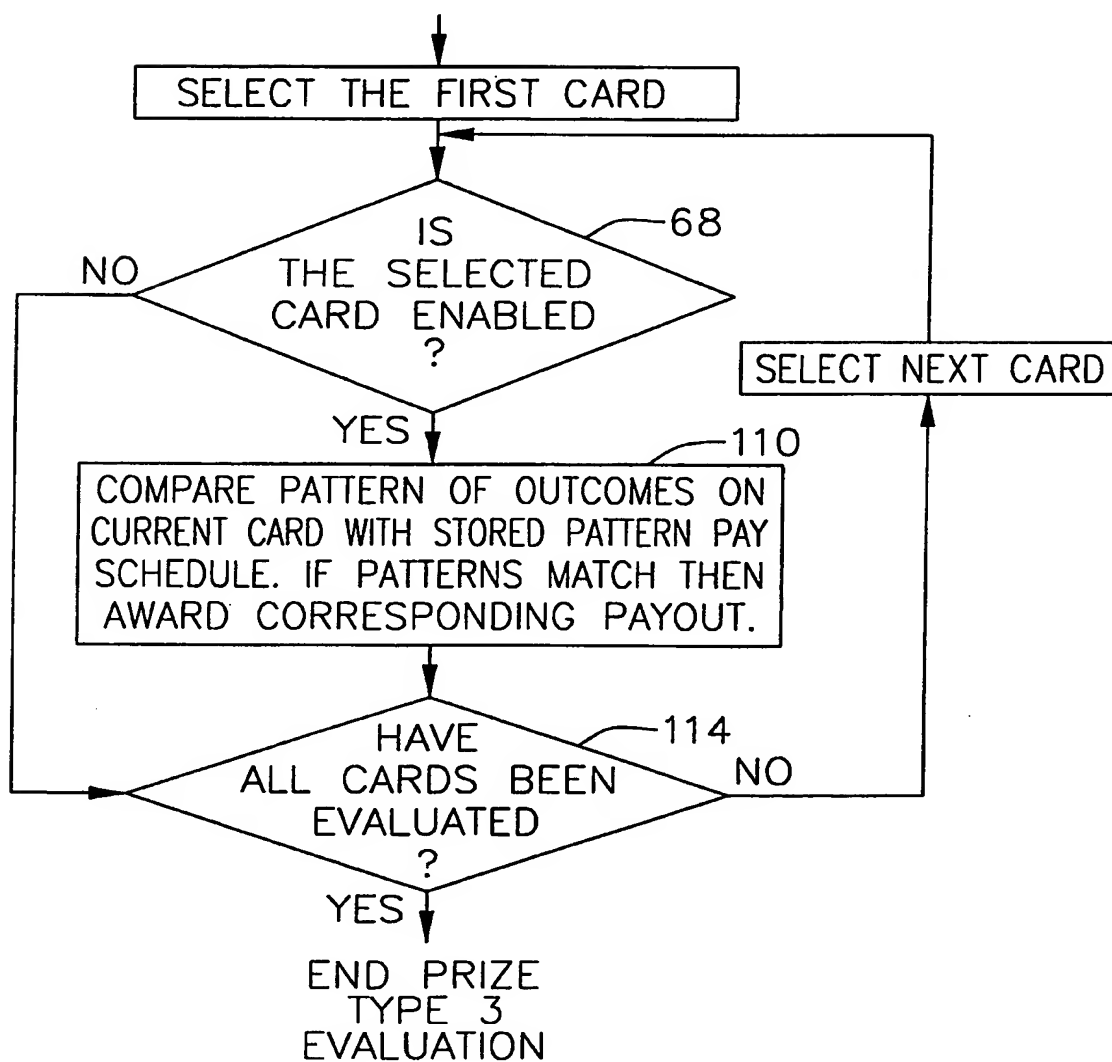
*FIG. 2D*

FIG. 3

**PLAY 6 CARDS**  
TO WIN THE BONUS OF UP TO  
30,000 CREDITS

**GAME OVER**

14

42

**PLAYER TICKET**

CARD	NUMBERS CHOSEN					
1	9	11	20	28	29	33
2	12	16	18	20	36	44
3	4	8	23	33	36	40
4						
5	12	16	20	28	29	33
6	28	35	38	39	40	42
DRAW 12 16 18 20 36 44						

**CARD 5**

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30
31	32	33	34	35	36
37	38	39	40	41	42
43	44	45	WIN: 15		

32e

**CARD 6**

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30
31	32	33	34	35	36
37	38	39	40	41	42
43	44	45			

32f

**CARD 3**

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30
31	32	33	34	35	36
37	38	39	40	41	42
43	44	45			

32c

**CARD 4**

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30
31	32	33	34	35	36
37	38	39	40	41	42
43	44	45			

32d

**CARD 1**

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30
31	32	33	34	35	36
37	38	39	40	41	42
43	44	45			

32a

**CARD 2**

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30
31	32	33	34	35	36
37	38	39	40	41	42
43	44	45	JACKPOT		

32b

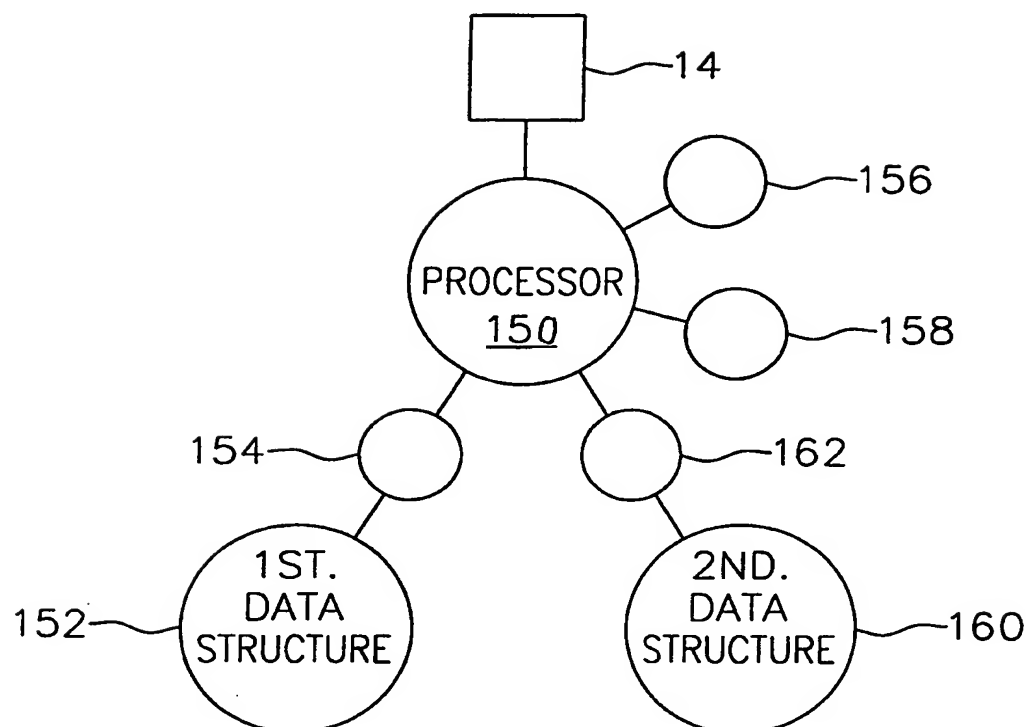
20 CREDITS: 150,369 WIN PAID: 10,515

38 STATISTICS HELP ?

40 CREDITS WON 10,515

34 TOTAL BET: 25  
Cards Bet: 5  
Bet / Card: 5  
Bet ↑ Bet ↓

36

*FIG. 4*



# INTERNATIONAL SEARCH REPORT

International Application No.

PCT/EP 00/00377

## A. CLASSIFICATION OF SUBJECT MATTER

IPC 7 A63F3/06

According to International Patent Classification (IPC) or to both national classification and IPC

## B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)

IPC 7 A63F

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

Electronic data base consulted during the international search (name of data base and, where practical, search terms used)

EPO-Internal, WPI Data, PAJ

## C. DOCUMENTS CONSIDERED TO BE RELEVANT

Category *	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
A	WO 98 07487 A (BALLY GAMING) 26 February 1998 (1998-02-26) claims 14-19	12
A	US 5 651 735 A (BABA) 29 July 1997 (1997-07-29) the whole document	12
A	US 5 192 076 A (KOMORI) 9 March 1993 (1993-03-09) the whole document	12
A	WO 95 19207 A (WEINGARDT ET AL.) 20 July 1995 (1995-07-20) the whole document	12

☐ Further documents are listed in the continuation of box C.



Patent family members are listed in annex.

### \* Special categories of cited documents :

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"P" document published prior to the international filing date but later than the priority date claimed

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"X" document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone

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"&" document member of the same patent family

Date of the actual completion of the international search

20 June 2000

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Raybould, B

# INTERNATIONAL SEARCH REPORT

Information on patent family members

International Application No

PCT/EP 00/00377

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US 5651735 A	29-07-1997	JP 7124336 A US 5935001 A	16-05-1995 10-08-1999
US 5192076 A	09-03-1993	NONE	
WO 9519207 A	20-07-1995	US 5482289 A AU 689864 B AU 1908595 A BR 9506634 A CA 2180951 A EP 0740571 A US 5727786 A US 5909875 A	09-01-1996 09-04-1998 01-08-1995 16-09-1997 20-07-1995 06-11-1996 17-03-1998 08-06-1999